

•Argaya System  
Apprehend Escapee



A

Officer, 2 Security, Cunning>36, and  
(Intelligence or Physics or Treachery)

When you complete this mission, choose an opponent's ship.  
Randomly select an opponent's personnel aboard that ship to be  
placed in your brig.

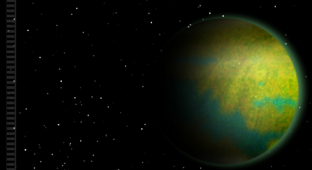
"A Bajoran prisoner escaped her captor..."



3

30

•Argratha  
Rehabilitate Convict



F

Anthropology, Leadership, Programming,  
Security, and any attribute>34

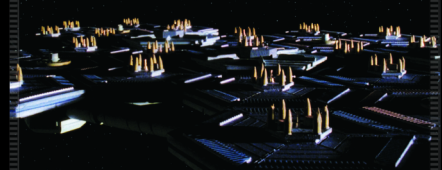
When a player is about to draw dilemmas, if the player on their  
right began that mission attempt with fewer than six personnel,  
they may search their dilemma pile to choose those dilemmas  
instead, then shuffle and replace their dilemma pile.

Any affiliation may attempt this mission.

2

35

•Argus Array  
Redirect Subspace Telescope



A

Intelligence, Navigation,  
Treachery, and Strength>30

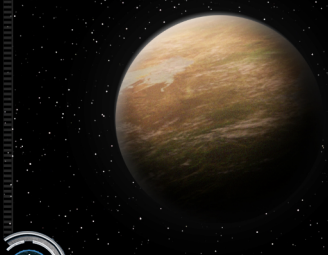
"Someone is using the array for covert surveillance..."



3

30

•Celtris III  
Construct Elaborate Trap



A

Intelligence, Science,  
Treachery, and Cunning>32

When you begin a mission attempt here with six or more  
personnel, you may discard the top six cards of your deck to  
download up to three Capture cards.

Generate theta-band emissions to entrap enemy officer.

2

30

•Derna Perimeter  
Run Blockade



A

Engineer, Medical, Physics,  
Security, and Cunning>32

Region: Bajor System. While an opponent commands a staffed  
ship here, each of your personnel here is attributes -1.

"They'll be arriving in eight hours with much-needed medical supplies for  
the hospital complex."

3

35

•Earth Orbit  
Sabotage Power Grid



A

Intelligence, Programming, Security,  
Cunning>34, and a Treachery Admiral

Region: Sector 001. When you complete this mission, for each  
Cadet involved, you may take a Paranoia card from your discard  
pile into hand (limit three).

"Fear is a powerful and dangerous thing."

3

35

•Forcas Sector  
Restore Quantum Barriers



A

Astrometrics, Medical, Officer,  
Science, and Cunning>34

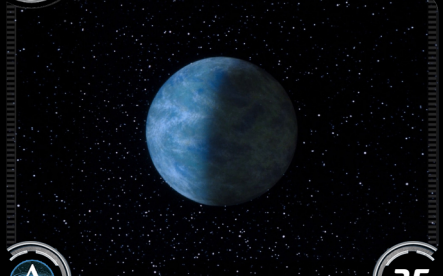
When you complete this mission, replace up to three of your  
personnel here with an equal number of personnel of  
the same affiliation from your discard pile. Place the personnel  
you replaced on the bottom of their owners' decks in any order.



3

35

•Khitomer  
Sabotage Peace Conference



A

Engineer, Intelligence, Security,  
Treachery, Cunning>35, and a Hand Weapon

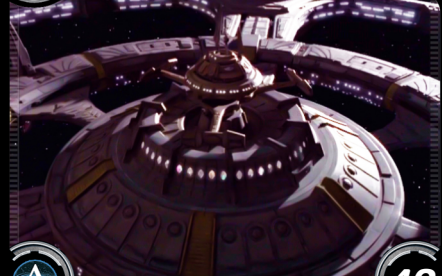
When you complete this mission, you may return your Assassin  
involved to their owner's hand to choose a planet mission.  
Randomly kill an opponent's personnel on that planet.

"Whoever killed Gorkon is bound to attempt another assassination."

2

35

•Mouth of the Wormhole  
Form Labor Union



A

Acquisition, Anthropology,  
Diplomacy, Honor, and Integrity>38

Region: Bajor System. When you begin a mission attempt  
here involving six or more Dabo Girl and/or Waiter personnel,  
you may subtract one from the total cost your opponent may  
spend on dilemmas.



2

40



• **Nimbus III**  
Staff Backwater Embassy



**A** 40

2 Diplomacy, Law, 2 Security, and (Integrity>36 or Cunning>37)

**Region: Neutral Zone.** While you do not command Unicomplex, you may spend three counters to download Cathlin Dar, Korrd, or St. John Talbot and place him or her on this planet.

"Welcome to Paradise City..."

62 V 10

• **Norcadia Prime**  
Shore Leave



**A** 35

Archaeology, Engineer, Geology, Science, and Cunning>34

When you check if this mission's requirements can be met, reduce its attribute requirements by 2 (limit 10) for each dual dilemma beneath this mission until the end of that mission attempt.

"...try to enjoy yourselves. That's an order."

Any affiliation (except ) may attempt this mission.

62 V 11

• **Omicron Theta**  
Investigate Cybernetics Breakthrough



**A** 30

Engineer, Physics, Programming, and Cunning>30

**Region: Omicron Theta System.**

"The colony laboratory. Extremely well equipped."

62 V 12

• **Omicron Theta Outskirts**  
Crystalline Encounter



**A** 30

Astrometrics, Engineer, Exobiology, and Cunning>30

**Region: Omicron Theta System.**

"The Crystalline Entity paid us a visit."

Any affiliation may attempt this mission.

62 V 13

• **Rakhari Approach**  
Extradite Political Refugee



**F** 35

Diplomacy, Officer, Security, Integrity>34, and (Anthropology or Law)

**Region: Rakhari Sector.**

"On Rakhari, all crimes are serious, only there are no trials."

62 V 14

• **Remmler Array**  
Steal Weapons-Grade Waste



**A** 35


Acquisition, Engineer, Transporters, Treachery, and Cunning>34

**Region: Arkaria System.** When you complete this mission, you may take command of up to three non-Artifact Commodity cards in your hand and/or discard pile.

"All right, we're leaving. But we're taking the tritium with us."


62 V 15

• **Romulus Orbit**  
Covert Insertion



**A** 35

Leadership, Navigation, Programming, Cunning>34, and a staffed Cloaking Device ship

**Region: Romulus System.** When you complete this mission, you may place up to three of your  personnel involved on the bottom of their owners' decks in any order. Score 5 points for each.

62 V 16

• **Sakari Colony**  
Assimilate Resources



**A** 35

Engineer, Geology, Science, Security, and (Cunning>34 or Strength>34)

**Region: Nekrit Expanse.** When you complete this mission, you may reveal an opponent's hand and place a revealed personnel on this planet. (You now command that personnel.)

"It was all over in less than an hour."

62 V 17

• **Sector 04-70**  
Divert Attention



**A** 35

Leadership, 2 Navigation, Transporters, and Cunning>34

**Region: Badlands.** When you complete this mission, the opponent on your left chooses one: you score 5 points; or you take command of up to two events in their core that have no cards on them. (Move those events to your core.)

62 V 18



• **Sector 3641**  
Locate Abducted Klingon



**A** **35**

Leadership, 2 Security, Strength>32, and (Exobiology or Physics)

**Nebula.**  
"I didn't lose the Klingon. He was taken, and I'm going to find out who took him."

62 V 19

• **Takar**  
Exploit Populace



**A** **40**

Acquisition, 2 Anthropology, Archaeology, Treachery, and Cunning>38

When you begin a mission attempt here with six or more personnel, you may place the top card of your deck beneath your Ferenginar. When you complete this mission, if you command three different Rule events, score 5 points.

62 V 20

• **Trialus**  
Stabilize Cascade Reaction



**F** **30**

2 Physics, Science, and Cunning>32

While this mission is complete, your Meridian cannot flip from the front side.  
"If there is a way to stabilize the dimensional shifts, we'll do everything we can to find it."

Any affiliation (except **F**) may attempt this mission.

62 V 21

• **Vanden Prime**  
Coordinate Resistance Operations



**A** **30**

2 Honor, Security, any attribute>30, and 3 Dissidents

When you are about to play a **D** Dissident at your Cardassia Prime, you may discard the top card of your deck to play that Dissident on this planet instead. While this mission is complete, you may play **S** ships here.

62 V 22

• **Varria III**  
Locate Missing Crewman



**A** **50**

Exobiology, Programming, Cunning>38, and (2 Anthropology or 2 Diplomacy)

**Region: Varria System.** To attempt this mission, your Varria Corona must have been attempted this turn or be complete.  
"I'm going to start sending down other away teams. Set up a command post and begin mapping out a search plan."

Any affiliation may attempt this mission.

62 V 23

• **Varria Corona**  
Defeat Rogue Borg Vessel



**A** **50**

Astrometrics, Science, Cunning>38, and (2 Engineer or 2 Navigation)

**Region: Varria System.** To attempt this mission, your Varria III must have six or more of your personnel on it or be complete.  
"I think it's possible we could induce a solar fusion eruption that would destroy the Borg ship."

Any affiliation may attempt this mission.

62 V 24

• **Wadi Homeworld**  
Dominate Gaming Championship



**F** **30**

Anthropology, Programming, Cunning>32, and (Acquisition or Honor or Treachery)

Each dilemma whose title begins with "Chula" revealed here is cost -1. When you complete this mission, score 5 points (limit 15) for each dilemma whose title begins with "Chula" on or beneath this mission.

Any affiliation (except **F**) may attempt this mission.

62 V 25

• **Bareil Antos**  
Selfless Scapegoat



**Bajoran**

• Anthropology • Diplomacy • Honor • Leadership

**Vedek.**  
"It is the will of the Prophets."

INTEGRITY 8 CUNNING 6 STRENGTH 5

62 V 26

• **Dukat**  
Egomaniac



**Cardassian**

• Biology • Officer • 2 Security • 2 Treachery

**Gul.** This personnel is Cunning +1 for each captive in your brig (limit +3).  
"The Bajorans are, well, they're like my children, I suppose. And like any father, I want only what's best for them. . . . Bad manners are the fault of the parent, not the child. My weakness is I'm too generous, too forgiving. My heart is too big."

INTEGRITY 2 CUNNING 6 STRENGTH 6

62 V 27



**2 • Laas**  
Rejoining the Link



**Changeling**

● Anthropology ● Exobiology ● Science  
**Shape-shifter.** This personnel is attributes +1 for each of your missions that requires Exobiology.  
*"I've been trying to find others of my kind for a long time."*

INTEGRITY 5 CUNNING 5 STRENGTH 5

**2 Hogan**



**Human**

● Engineer ● Transporters ● Treachery  
 When you play this personnel, if you command three or more Region: Demilitarized Zone missions, he is cost -1. While you command three or more Region: Badlands missions, this personnel is attributes +1 and gains Navigation and Security.  
*"There are all kinds of rumors flying around..."*

INTEGRITY 5 CUNNING 5 STRENGTH 5

**2 Hollister**



**Human**

● Biology ● Exobiology ● Geology ● Science ● Security  
 When you play this personnel, you may discard any number of Paranoia cards from hand to draw an equal number of cards.  
*"You don't really expect me to let down that force field and go in there with you?"*

INTEGRITY 5 CUNNING 6 STRENGTH 6

**2 • Patrick West**  
Co-Conspirator



**Human**

● Anthropology ● Intelligence ● Officer ● Security ● Treachery  
**Assassin. Infiltrator.** When this personnel is returned to your hand by your Assassination Plot or when you complete Khitomer, you may choose the opponent's personnel to be selected from all eligible possibilities.  
*"Then, quite frankly... we can clean their chronometers."*

INTEGRITY 3 CUNNING 5 STRENGTH 6

**4 • Ro Laren**  
Stepping Forward



**Bajoran**

● Leadership ● Navigation ● Programming  
 When this personnel uses a skill to complete a Region: Badlands mission, you may take a dilemma from beneath that mission and place it face up beneath your incomplete Region: Demilitarized Zone mission. You may do this only once each turn.  
*"It's been a long time since I really felt like I really belonged somewhere."*

INTEGRITY 4 CUNNING 6 STRENGTH 6

**4 • Rom**  
Union Organizer



**Ferengi**

● Engineer ● Honor ● Leadership ● Programming ● Science  
**Waiter.** The first Chef, Dabo Girl, or Waiter played at this mission each turn is cost -1. This personnel is attributes +1 for each of these keywords on your personnel present: Chef, Dabo Girl, and Waiter.  
*"Workers of the world, unite. You have nothing to lose but your chains."*

INTEGRITY 5 CUNNING 5 STRENGTH 4

**3 • Kelsey**  
Heist Mastermind



**Human**

● Acquisition ● Navigation ● Programming ● Transporters ● Treachery  
**Thief.** When this personnel uses Acquisition to complete a mission, you may destroy a Commodity event in your core to score 5 points.  
*"...we've been planning this for a long time, and I doubt that you'll really be able to stop us."*

INTEGRITY 3 CUNNING 7 STRENGTH 5

**3 • Cretak**  
Friendly Envoy



**Romulan**

● Diplomacy ● Engineer ● Law ● Leadership ● Medical ● Security  
**Senator.** While an opponent commands a ship at this mission, each of your ♀ personnel present is attributes +1.  
*"I'm sure we'll be quite comfortable here."*

INTEGRITY 5 CUNNING 5 STRENGTH 5

**2 Warren Woods**



**Human**

● Biology ● Programming ● Science ● Security  
**MACO.** While you command a completed Mirror mission, this personnel is attributes +1 and gains Geology. While you command a completed Region: Sector 001 mission, this personnel is attributes +1 and gains Leadership.  
*"I need three volunteers... Assemble your gear."*

INTEGRITY 5 CUNNING 5 STRENGTH 6